

Tools and equipment

Have a look around you. Choose a piece of equipment (old or new) that interests you. You can choose something you have seen outside in the orchard or inside in the packing and distribution centre, e.g. conveyor belt, tractor, truck. Draw it below and answer the following questions.

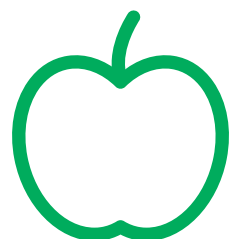


What is its purpose?

How does it work?

Who will use it?

What do you like about it?



The Orchard at Montague – Scavenger Hunt

Follow the pathway and tick off each item as you locate it.

THE SIGN



THE FLAGS



LITTLE ORCHARD SIGN



WATER CART



TRACTOR



THE PICNIC TABLES



PROTECTED ORCHARD



DISC PLOUGH



PROCESSING APPLES



SPRAY CART



TRACTOR SEAT



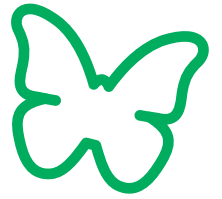
GRANNY SMITH



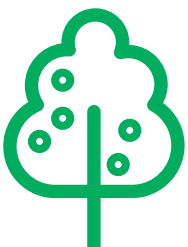
Using the highlighted words, crack the code:

Use your senses in the little orchard

Find a quiet spot to sit and connect with your senses.
Sketch what you see, hear, smell or touch.



A large area for drawing and sketching, featuring a grid of light green dotted lines. The grid is divided into three vertical sections: a wide section on the left, a narrow section in the middle, and a wide section on the right.


















Living and non-living

Montague is surrounded by the beautiful natural environment of Lysterfield Park. There is an abundance of wildlife to see in the forest and woodland areas and it's a popular spot for water sports and mountain biking.

Indicate if the pictures below are living or non-living by ticking the correct box.

Remember all **living things** breathe, eat, grow, move, reproduce and have senses. **Non-living** things do not eat, grow, breathe, move or reproduce. They do not have senses.

<p>Living <input type="checkbox"/></p> <p>Non-living <input type="checkbox"/></p> 	<p>Living <input type="checkbox"/></p> <p>Non-living <input type="checkbox"/></p> 	<p>Living <input type="checkbox"/></p> <p>Non-living <input type="checkbox"/></p> 	<p>Living <input type="checkbox"/></p> <p>Non-living <input type="checkbox"/></p> 
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